

GAME BOY ADVANCE

AGB-AK6E-USA

SOCCER KID™



INSTRUCTION BOOKLET

TELEGAMES®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
COMIC MISCHIEF

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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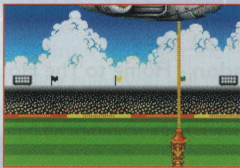
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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

THE STORY SO FAR....

A million miles away in outer space, far above the planet Earth, the alien pirate Scab is scanning the area for a trophy of great importance to add to his enormous collection. "Beep beep beep" goes the scanner as it locates the Universal Soccer Trophy, the most prestigious soccer award on the planet, shining brightly in the American sun.

Suddenly, a blanket of darkness falls over the stadium as Scab's spaceship materializes. The crowd is dumb struck as the Universal Soccer Trophy disappears from view. They gasp, they boo, they cry!





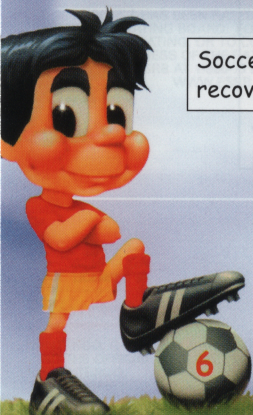
Seconds later the stadium is re-lit, as Scab's spaceship flees to outer space.... Bang! the smug Scab collides with an asteroid. The Universal Soccer Trophy shatters into five pieces which fall to earth, each chunk landing on a different part of the world.

Soccer Kid decides there and then to save the day by recovering the five pieces of the Universal Soccer Trophy.

THE COUNTRIES AND THEIR INHABITANTS

ENGLAND

London - Home to The Houses of Parliament, Big Ben, and Tower Bridge. Beware of Gareth, a rogue rugby player.





Hometown - Soccer Kid's home town of Rotherham. Beware of falling bricks, cyclist Simeon, Stoo's skateboard, and Derek the builder.

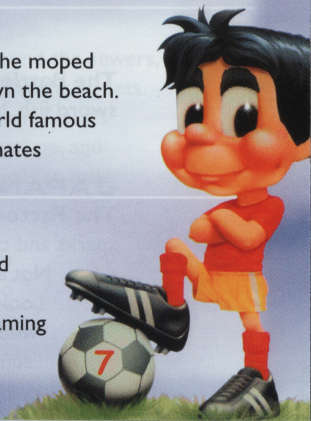


ITALY

The Riviera - Beware of the moped maniacs driving up and down the beach. Will you get to see the world famous opera singer Pavarelli? He hates Soccer Kid.



The Ruins - Amongst the crumbling ruins you will find swinging demolition balls, deadly darts, Roger the roaming Roman, and (gulp) ghosts.



RUSSIA

Red Square - Snow is falling, the tanks are parked... and the Russian gymnast assassins are out in force.

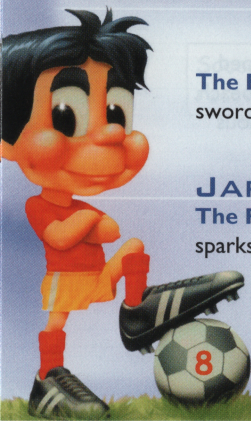


The Battleship - Beware of the sword fish, big guns, and crazy sailors.



JAPAN

The Factory - Don't let the fireballs, sparks and crushers make their mark. Not all of the robots are docile. Look out for the mad professor who's almost as nutty as the sumo wrestler.





The Train - Prepare yourself for a high-speed train trip you will never forget. Avoid the coal throwing moles and restless robots.

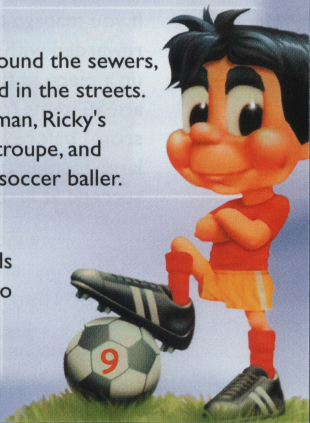


U.S.A.

The City - Rats scurry around the sewers, and deranged dogs run wild in the streets. Watch out for pneumatic man, Ricky's 'High Rollers' roller blade troupe, and Chuck, a crazed American soccer baller.



Babe Beach - Falling coconuts and bouncing balls are best avoided and so too are the mad jumping clams and alligators.



THE MAP

The map screen shows Soccer Kid's progress as he travels from country to country.



THE BONUS GAME

If you manage to collect all 11 soccer cards from a country, you are rewarded with a chance to play the bonus game in an attempt to pick up a piece of the Universal Soccer Trophy. In each bonus game there are 50 items to collect (the number remaining is displayed below the score) before a piece of Universal Soccer Trophy appears below the large flashing arrow. Watch the clock! But don't worry if you don't succeed at first, you have 3 attempts in each country.



THE SCORE BOARD

Once you have completed a country, you are given bonus points for the number of soccer cards collected, the number of balls remaining, and the

time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.



WHAT YOU CAN EXPECT TO SEE DURING PLAY

Lives Remaining

You start with 3 lives but extra ones can be picked up along the way. When no more lives remain, the final whistle blows and it's all over.

Cards Collected

You need to collect 11 soccer cards hidden throughout each country to qualify for the bonus game where you can attempt to retrieve a piece of the Universal Soccer Trophy. Every card collected is displayed here, don't forget the set!



(from left to right)



Your Score

Points are scored for removing adversaries from play, and collecting bonus items. Extra lives are awarded as key scores are passed.

Time Remaining

Displayed under the score, the time remaining shows how long you have left to complete the country. Bonus points are given for the time remaining at the end of the country.

Energy

Soccer Kid starts with 3 hearts, but if he bumps into an adversary or anything associated with it, he loses one of these hearts. Another bump after all the hearts are lost will result in the loss of one life. Extra energy and hearts can be collected. At the start of each new level, the energy is restored.



Information

Kick the ball at this symbol to receive information.



Restart Post

Once passed, if a life is lost, Soccer Kid will return to this point rather than the start of the level.





Special Chest

Kick the ball at the chest until it explodes. Inside every chest you will find a power-up of some description.

Clock - 15 extra units of time for each clock.

Hearts - Extra stamina.

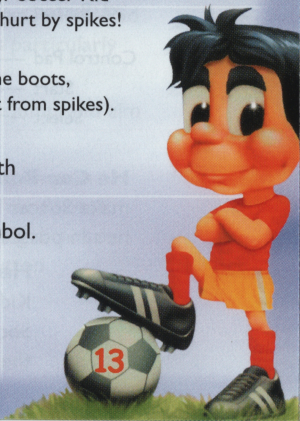
T-Shirts - Invincibility. The effect is temporary. Soccer Kid flashes when invincible, though he can still be hurt by spikes!

Soccer Kid's Picture - An extra life.

Boots - Extra speed. When Soccer Kid has the boots, he runs twice as fast, and is invulnerable (apart from spikes).

Playing Advice

- Before you play, take time to familiarize yourself with Soccer Kid's controls and skills.
- Levels may contain more than one information symbol. Hit them with the ball whenever you see them.
- Kick the ball over spike pits; you may hit an off-screen adversary.



CONTROLLING SOCCER KID

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow, but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can use the ball to remove his adversaries from play and collect items otherwise out of reach.



He Can Run.... Press LEFT or RIGHT on the Control Pad to make Soccer Kid move in the corresponding direction, whether he's in possession of the ball or not.

He Can Jump... Press the B Button to make Soccer Kid jump. The longer the B Button is pressed, the higher Soccer Kid will leap. Note: Soccer Kid will not take the ball with him.

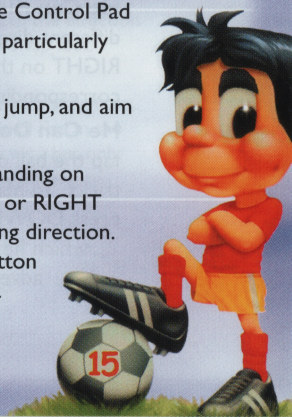
He Can Duck... Press DOWN on the Control Pad to make Soccer Kid duck. This move allows you to see what is below Soccer Kid.

He Can Fall Through Thin Platforms... Press DOWN on the Control Pad and the B Button to make Soccer Kid fall through thin platforms. Note: Soccer Kid will take the ball with him if he has it.

He Can Do Sliding Tackles... Press DOWN on the Control Pad while Soccer Kid is running left or right. This move is particularly useful for sliding under low gaps.

He Can Land on The Ball... Press the B Button to jump, and aim to land on top of the ball.

He Can Roll on The Ball... When Soccer Kid is standing on the ball, press and hold the B Button, then press LEFT or RIGHT on the Control Pad to roll the ball in the corresponding direction. To make Soccer Kid step off the ball, release the B Button and push any direction on the Control Pad, except up.



He Can Jump High Off The Ball... Here's a handy move for when Soccer Kid can't quite reach a platform above him. Push UP on the Control Pad when Soccer Kid is standing on the ball to make him jump high into the air. Push LEFT or RIGHT on the Control Pad to guide Soccer Kid while he is in the air.

He Can Kick The Ball... Soccer Kid can kick the ball in many different directions. Press the A Button and either LEFT or RIGHT on the Control Pad to kick the ball in the corresponding direction.

He Can Do Tricks... Press the A Button to make Soccer Kid tap the ball on his foot. From here, Soccer Kid can perform many tricks. To make Soccer Kid drop the ball, release the A Button and press DOWN on the Control Pad or the opposite direction to which he is facing. A 100 point bonus is given for every adversary removed from play with a trick kick.



He Can Kick The Ball High...

Press UP on the Control Pad to make Soccer Kid kick the ball straight up.

He Can Kick The Ball Long And Hard...

Push the direction in which Soccer Kid is facing to make him kick the ball long and hard.

He Can Play A High Chip...

Press UP on the Control Pad and in the direction in which Soccer Kid is facing to make him chip the ball.

He Can Use Both Feet...

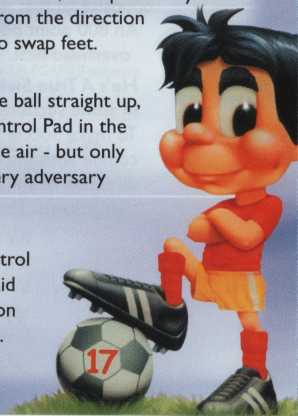
Press and hold the A Button, then push away on the Control Pad from the direction Soccer Kid is facing to swap feet.

He Can Do Flying Headers...

This move will take a little more practice than most. Kick the ball straight up, then jump, press and hold the A Button and press on the Control Pad in the direction Soccer Kid is facing to make him head the ball in the air - but only if the ball is near his head. A 400 point bonus is given for every adversary removed from play with a flying header.

He Can Balance On The Ball (Again!)...

Press and hold the A Button, then press DOWN on the Control Pad to make Soccer Kid stand on the ball. To make Soccer Kid step off the ball, release the A Button and push in any direction on the Control Pad, except UP (otherwise he will jump high).



He Can Head The Ball...

Press and hold the A Button, then press UP on the Control Pad to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the A Button and press any direction on the Control Pad, except away from the direction he is facing.

He Can Play Overhead Kicks...

When Soccer Kid has the ball on his head, press on the Control Pad in the direction opposite to that which he is facing to make him perform an overhead kick.

An 800 point bonus is given for every adversary removed from play with an overhead kick.

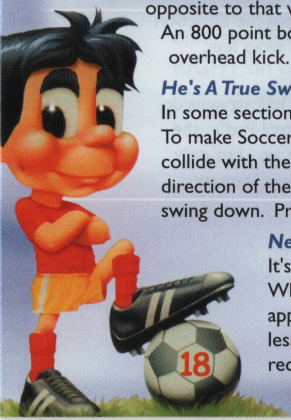
He's A True Swinger...

In some sections Soccer Kid needs to use ropes to swing across gaps.

To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging rope. Press the Control Pad in the direction of the swing to speed it up, or in the opposite direction to slow the swing down. Press the B Button to make Soccer Kid jump from the rope.

New Balls Please...

It's not uncommon to lose Soccer Kid's balls. But don't despair! When Soccer Kid is standing still, press and hold the A Button for approximately 1 second to bring a new ball into play. Note: the less balls you use to complete a level, the bigger bonus you will receive at the end.



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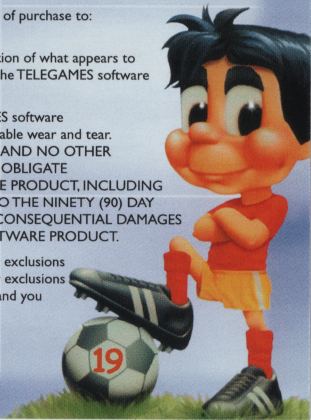
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